Skyles Electric Works

Socket 2 ME

Congratulations on buying the Skyles Electric Works Socket 2 Me (Memory Socket to 2 Memory Expansion sockets) assembly.

The Socket 2 ME

Consisting of a 24 pin socket plug, two 24 pin dual in line sockets, a self-mounted manual device select switch with a foot of cable and interconnecting printed circuit boards. It may be used to expand almost every known 24 pin ROM socket associated with the Commodore PET.

Before installing the Socket 2 ME, the two 24 pin ROM's or EPROM's should be plugged into the assembly as shown in figure 1. Please be careful not to bend the plug pins when installing the ROM's, EPROM's. It is not important which ROM or EPROM occupies which socket.

Now install the Socket 2 ME Into the original PET or PET peripheral socket. See the figure 1 below for the peripheral mounting. Turn to figure 2 for the correct orientation on the PET/CBM logic board.

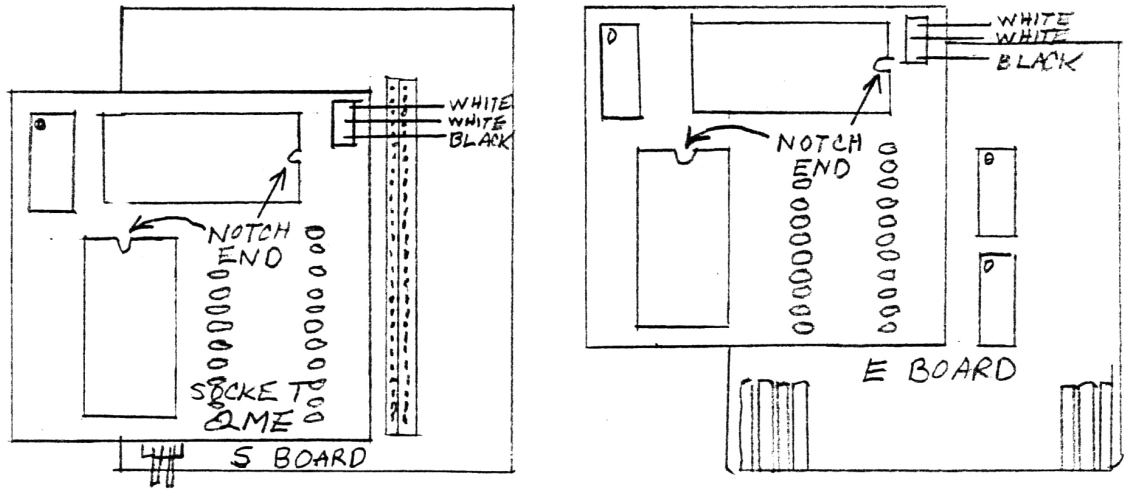

FIGURE 1

Turn on the power and test which ROM-EPROM is activated. Turn off the power, move the slide switch to the other position. Turn on the power and test the second ROM-EPROM. In cases of malfunction, check all ROM-EPROM installations and Socket 2 ME installation. Did both ROM's work before

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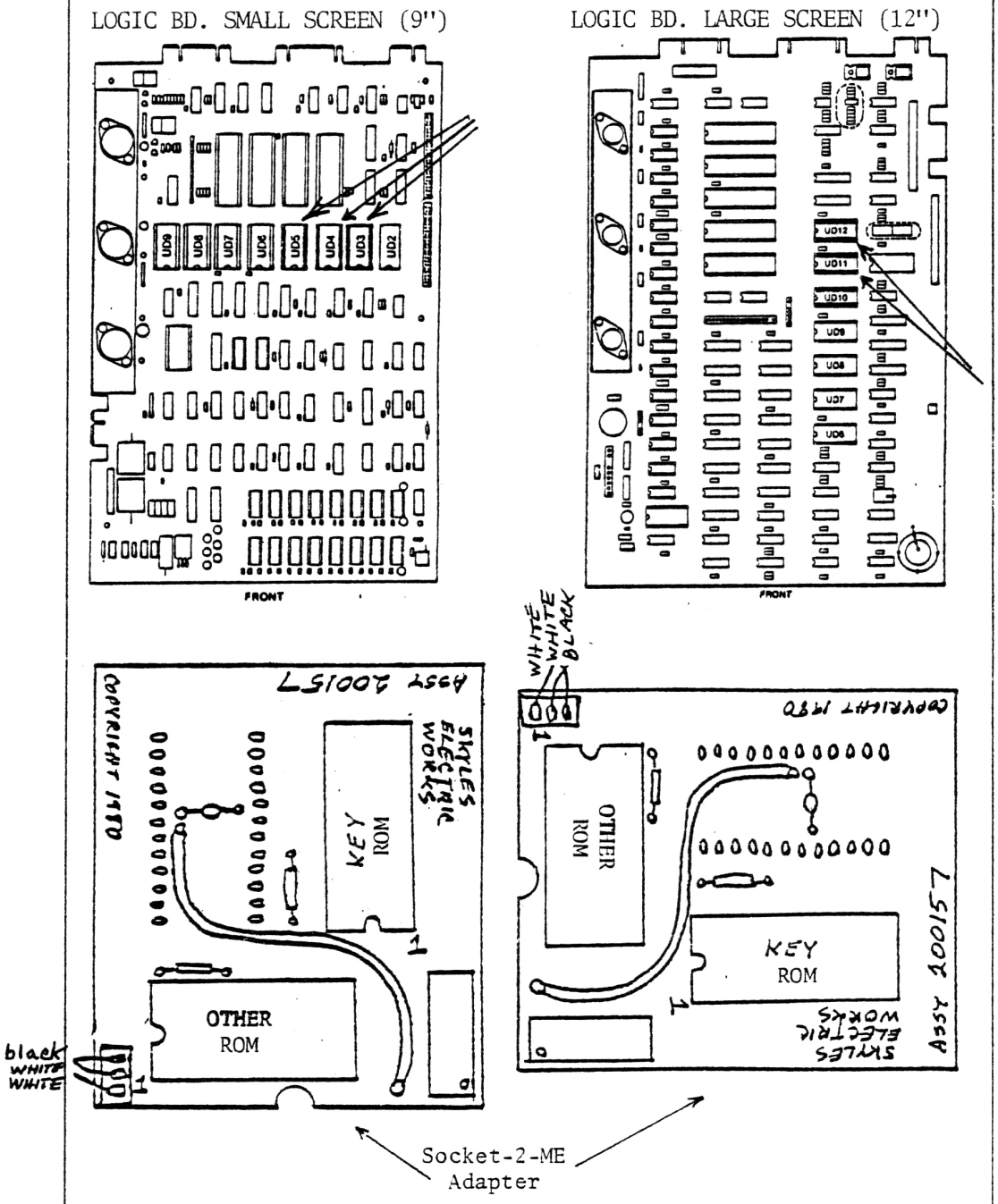
LOGIC BD. SMALL SCREEN (9")
LOGIC BD. LARGE SCREEN (12")
FRONT
FRONT
WHITE
BLACK
OTHER ROM
KEY ROM
SKYLES ELECTRIC WORKS
COPYRIGHT 1980
A001577
black
WHITE
WHITE
Socket-2-ME Adapter

Figure 2

being installed on the Socket 2 ME. Are they properly oriented (see figure 1)? Is the Socket 2 ME correctly oriented? Are all the plug pins straight and parallel? Is the Socket 2 ME plug in completely? If all else fails, notify the dealer that sold you the Socket 2 ME.

Assuming Socket 2 ME is operating correctly, decide where you wish to place the ROM select slide switch. We recommend just behind the top cover support bracket on the right side of your PET. Please see figure 2. Clean off the mounting spot, remove the green paper from side of the slide switch, firmly affix the slide switch to its mounting spot.

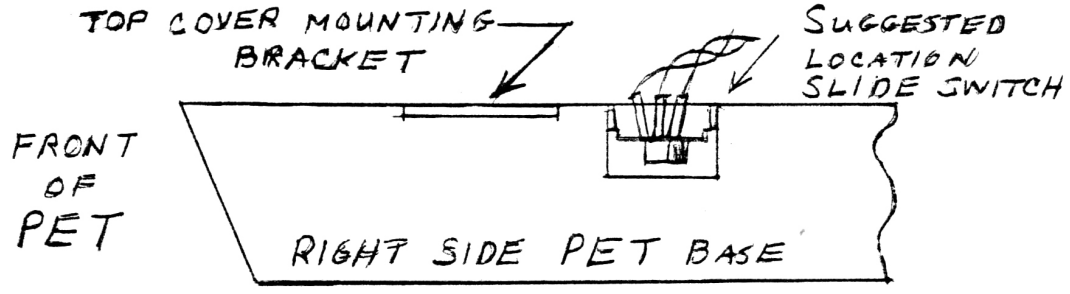

FIGURE 2

Operating Notes:

It is permissible to switch from one to the other ROM-EPROM with the PET power on. You should be in the READY mode, with a blinking cursor, before switching. Many ROM's such as the BASIC Programmers Toolkit change some page zero RAM memory locations. Before you switch out of the Toolkit ROM you must return these locations to their previous state. The following machine language instructions should be executed before leaving the Toolkit.

for "old PET ROMs"

Hexidecimal Code		Nemonic	Decimal "Poke"
A2 1C		LDX #$1C	162 28
BD B4 EØ	LOOP	LDA $EØB4,X	189 180 224
95 C1		STA $C1,X	149 193
CA		DEX	202
DØ F8		BNE LOOP	208 248
6Ø		RTS	96

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for "new PET ROMs"

Hexidecimal Code		Neumonic	Decimal "Poke"
A2 1C		LDX #$1C	162 28
BD F8 EØ	LOOP	LDA $EØF8,X	189 248 224
95 6F		STA $6F,X	149 111
CA		DEX	202
DØ F8		BNE LOOP	208 248
6Ø		RTS	96

The following BASIC programs will place this code at the top of memory. This "program" should be run once when you turn on your PET. Note the "SYSXXXX" that appears on the screen when the BASIC program is run. Do a SYSXXXX to this address just before leaving the BASIC Programmers Toolkit.

for "old PET ROMs"

```
 1Ø A=PEEK(135)*256:B=PEEK(134):C=A+B-12
:FORS=1TO11:READD:POKEC+S,D:NEXT
 2Ø POKE135,A/256-11:POKE134,B+255-11
 3Ø DATA162,28,189,18Ø,224,149,193,2Ø2,
2Ø8,248,96
 4Ø PRINT"SYS";C+1
```

for "new PET ROMs"

```
 1Ø A=PEEK(53)*256:B=PEEK(52):C=A+B-12
:FORS=1TO11:READD:POKEC+S,D:NEXT
 2Ø POKE53,A/256-11:POKE52,B+255-11
 3Ø DATA162,28,189,248,224,149,111,2Ø2,
2Ø8,248,96
 4Ø PRINT"SYS";C+1
```

You may ignore all of the above by turning off your PET prior to switching from the Toolkit ROM. Then turn your PET back on.